

LAB-09

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#define bucketsize ~~500~~ 256

void LeakyBucket (int x, int y) {

if (x > bucketsize)

cout << "In Bucket overflow";

else {

while (x > y) {

cout << "In " << b << " bytes outputted.";

a -= b;

}

if (x > 0) {

cout << "In Leaky " << a << " bytes sent";

}

cout << "In Bucket output Successful";

} }

int ~~main~~ main () {

int outputRate, packetSize, packetNum;

cout << "Enter output rate:";

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`cin >> outputRate;``cout << "Enter number of packet";`~~`for (int i=0; i`~~`cin >> packetNum;``for (int i=0; i<packetNum; i++) {` `packetSize = rand() % 1000;` `cout << "In Packet no " << i << "It Packet size = " <<` `packetSize;` `LeakyBucket(packetSize, outputRate);``}``return 0;``}`